INSTRUCTION BOOKLET

NAGANO

NAGANO

OFFICIAL LICENSED PRODUCT

NAGANO
WINTER
OLYMPICS
'98

88

TRAVETZ

NINTENDO 64

KONAMI

KONAMI
XXL
SPORTS SERIES

NAGANO

OFFICIAL LICENSED PRODUCT

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36 USC 380

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CONTENTS

CONTROLLER PAK

This game is compatible with the Controller Pak accessory. Before using the accessory, please read the Controller Pak accessory instruction booklet carefully. Follow the on-screen instructions to determine when you should insert or remove the Controller Pak accessory.

- Game data for "Nagano Winter Olympics '98™" can be loaded and saved when using a Controller Pak, sold separately.

- Up to 4 players can play "Nagano Winter Olympics '98™" When loading data for more than one player, connect the required number of controllers to the Controller port in order, beginning from 1P, before turning on the game machine. —> For instructions on using the Controller Pak, please refer to the manual included with your Controller Pak.

A Note is automatically created when saving data for "Nagano Winter Olympics '98™" Memory area on the Controller Pak is divided into 123 pages. Data for "Nagano Winter Olympics '98™" requires 32 pages.

Controller Pak-related messages

"No Controller Pak. Press the Start button to start the game."
The Controller Pak is not inserted properly. Connect the Controller Pak if you wish to save data.

"A note does not exist. Press the Start button to start the game."
Insert a Controller Pak storing data for this game. However, data can still be saved if you press Start now.

"Not enough capacity. 32 pages are needed. Press the Start button to start the game."
Delete unnecessary data from the Controller Pak.

"The notes are full. Press the Start button to start the game."
Delete other game notes in the Controller Pak menu or insert a new Controller Pak.

"Controller Pak is damaged. Check the connection. Press the Start button to start the game."
The Controller Pak is not functioning properly. Check the connections to the Controller Pak.

N64™ Controller

START

L Button

+ Control Pad

Control Stick

R Button

B Button

C Buttons

A Button

Back of Controller

N64™ Controller Pak
Connector Slot

Z Button

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.
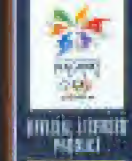
STARTING THE GAME

Basic controls at the Select Screen

Control Pad (Control stick): Select
A button: Enter
B button: Cancel

STARTING THE GAME

Properly insert the game pak into the Nintendo 64 game machine. After checking the controller and Controller Pak connections, turn on the game machine. Do not touch the Control stick when turning on the power.

TITLE SCREEN

After turning on the power, a demo screen will appear, followed by the Title Screen.

Menu

In the Title Screen, press the Start button to view the Menu Screen. Select a desired mode with the Control Pad and enter your selection with the A button.

<Explanation of the Menu>

DESCRIPTION OF THE MODES

OLYMPIC MODE

Select the event you want to enter and compete for the top places. The goal is to win the gold medal.

<Controlling selections in the Olympic Mode>

Select an event using the left/right Directional buttons (or Control stick) and enter with the A button.

1. Players Select

Select the number of players and enter with the A button to continue to the event screen.
* With multiple players, before turning on the game machine connect the required number of controllers to the Controller ports in order, beginning from 1P.

2. Events Select

After selecting and entering an event, "Game Start/Country Select" will be displayed. Choose Country Select to view a screen showing the participating countries. Select Game Start and you will be asked for confirmation.

3. Country Select

After entering the desired country name, "Game Start/Name Entry" will be displayed. Choose Name Entry to continue to a screen in which you can enter your name. Select Game Start and you will be asked for confirmation.

4. Name Entry

Select a letter using the left/right Control Pad (or Control stick) and enter with the A button. The Z button can toggle between upper and lower case. The L and R buttons can also be used to move the cursor. After completing the name entry, you will be asked for confirmation. When playing with multiple players, the Country Select Screen will be displayed for the next player.

5. Checking Data

Here all the players must confirm their countries and names. Select "NO" to modify any data. When all players select "YES," the competition will begin.

6. Game Start

The event will begin after all the settings are completed.
- For information on the individual events, refer to P14-24
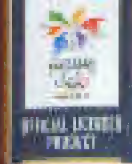
Results

1. A replay of the competition is shown after each event is completed, followed by the results of that event. You can scroll through places 1–16 using the up/down Control Pad (or the Control stick).

2. Pressing the A button while the results are being displayed will take you to the Save Screen, where you can save the scores.
- For more information on saving and loading data, refer to P12.

CHAMPIONSHIP MODE

Compete in 7 events and compete for a medal based on your total point score in all the events.
* In timed events, such as Snowboard/Giant Slalom, Speed Skating/500 meters, Bobsleigh, and Skiing/Downhill, points are based on your total times. The events in the Championship Mode are held in this order: Snowboard/Giant slalom, Speed Skating/500 meters, Snowboard/Halfpipe, Ski Jump/K120, Aerials, Bobsleigh, and Skiing/Downhill.

<Controlling selections in the Championship Mode>
Select an event using the left/right Control Pad (or Control stick) and enter with the A button.

* In contrast to the Olympic Mode, the Championship Mode does not award medals for individual events. Instead, medals are awarded to three athletes having the top total point score when all the events have been completed.

1. Players Select
Select the number of players and enter with the A button to continue to the event screen.
* With multiple players, before turning on the game machine connect the required number of controllers to the Controller sockets in order, beginning from 1P.

2. Championship Mode
"New Game/Continue" will be displayed on the screen. To continue a previously saved game, select Continue. To start a new game, select New Game. Continue cannot be selected if there is no data saved for this game.
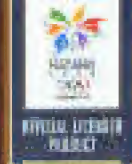
3. Country Select
After entering the desired country name, "Game Start/Name Entry" will be displayed. Choose Name Entry to continue to a screen in which you can enter your name. If you do not wish to enter a name, select Game Start and you will be asked for confirmation.

4. Name Entry
Select a character using the left/right Control Pad (or Control stick) and enter with the A button. The Z button can toggle between upper and lower case. The L and R buttons can also be used to move the cursor. After completing the name entry, you will be shown all the data entered and asked for confirmation. When playing with multiple players, the Country Select Screen will be displayed for the next player.

5. Checking Data
Here all the players must confirm their countries and names. Select "NO" to modify any data. When all players select "YES," the competition will begin.

6. Game Start
The competition will begin after all the settings are completed.
- For information on the individual events, refer to P14-24.

Results

1. A replay of the competition is shown after each event is completed, followed by the current overall rankings. You can scroll through places 1–16 using the up/down Control Pad (or the Control stick).

2. Move the Control stick right to view a detailed description of the points for each event, beginning from the top-ranked player and changing in order of rank. The B button returns you to the combined rankings display.

3. Pressing the A button will take you to the Save Screen, where you can save the current competition data.
- For more information on saving and loading data, refer to P12-13.
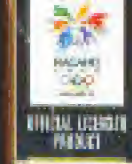
DESCRIPTION OF THE MODES

RANKINGS

The top ten best times or scores for each event will be displayed.

Olympic Mode Rankings

1. Select this item using the left/right Control Pad (or Control stick) and enter with the A button.

2. The rankings for each event will be displayed. You can scroll through places 1–10 using the up/down Control Pad (or the Control stick).

Championship Mode Rankings

1. Select this item using the left/right Control Pad (or Control stick) and enter with the A button.

2. The combined rankings will be displayed. Move the Control stick right to view the points scored for each event, beginning from the top-ranked player and changing in order of rank. The B button returns you to the combined rankings display.

AWARDS

Displays the medals won by players in each event. You can scroll through the medal count for all the events using the up/down Control Pad (or the Control stick). The B button returns you to the menu.

CONTROLLER PAK

The Controller Pak allows you to save, load or delete data. If data is saved in a Controller Pak connected to the 1P controller, you can select any of the menu items.

SAVING/LOADING

SAVE

1. In the Save Screen, choose from files 1–4 and enter your choice with the A button.
* For more information, see the next page.

2. When you are asked for confirmation, select YES and enter with the A button. Your data will be saved.

* Data cannot be saved for the Olympic Mode and Championship Mode rankings if there are less than ten records set.
* If data has already been saved in all four files, you can select one of the files to write over. However, in this case the data originally stored in the selected file will be lost.

LOAD

1. In the Load Screen, select from the saved files 1–4 and enter with the A button.

2. You will be asked for confirmation. Select YES and enter with the A button. The selected file will be loaded.

COPY

1. In the Copy Screen, select the saved file 1–4 that you wish to copy and enter with the A button.

2. Choose the destination file to copy to and enter with the A button.

3. You will be asked for confirmation. Select YES and enter with the A button. The selected file will be copied.
* If data has been saved in all four files, you can select one of the files to write over. However, in this case the data originally stored in the selected file will be lost.

DELETE

1. In the Delete Screen, select the file you wish to delete and enter with the A button.

2. You will be asked for confirmation. Select YES and enter with the A button. The selected file will be deleted.
* Data that has been deleted cannot be retrieved again. Therefore, be very sure of your selection before deleting.
* Data from a different game can be deleted in the Controller Pak Menu Screen.

SAVED FILES

This game can create four saved files in one Note. These saved files 1–4 are displayed in order, with the Nagano Olympic mascot characters "Snowlets." The same character is displayed when the contents of the saved files are the same. Make note of this when performing a Save, Load, Copy, or Delete.
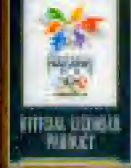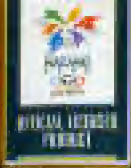
DESCRIPTION OF THE EVENTS

ALPINE SKIING, DOWNHILL

<Rules>
Ranks are determined by the athletes' times after one run. Skiers must pass through all the gates on the course on the way to the finish line.

<Competing>
1. Before your run begins, the current results and controlling method are displayed. Pressing the A button starts the event.

2. The start is automatic. Use the Control stick and A button to ski through each of the gates. Missing a gate results in disqualification.

A button: Apply ski edges (to slow down)

Control stick: [right] shifts body for right turn; [left] shifts body for left turn

Best time ———

Player's time ———

Speed

Time difference from top racer (shows time difference at checkpoint, after one-second delay)

14

ALPINE SKIING, GIANT SLALOM

<Rules>
Ranks are determined by the athletes' times after one run. Skiers must alternately pass through the red and blue gates on the course.

<Competing>
1. Before your run begins, the current results and controlling method are displayed. Pressing the A button starts the event.

2. The start is automatic. Use the Control stick and A button to ski through each of the gates. You must alternate between the red and blue gates. Failure to pass through a gate results in disqualification.

A button: Apply ski edges (to slow down)

Control stick: [right] shifts body for right turn; [left] shifts body for left turn

Best time ———

Player's time ———

15

SKI JUMPING, K120/K90 INDIVIDUAL

<Rules>

The places are determined by the total points after two jumps. Points are based on both distance and style.

<Competing>

1. Before your jump, the current results and controlling method are displayed. Pressing the A button starts the event. To start your jump, press the A button while the Control stick is in the down position.

2. To jump, push the Control stick forward in the up position and quickly bring it back.

3. When flying through the air, use the Control stick to maintain your balance. A side wind can throw you off balance, which will result in lost speed.

4. Press the A button to land when the altimeter needle points in the green area.

A button: Landing stance

Control stick: [up] to lean forward, increasing speed but lowering altitude [down] to lean back, raising altitude but decreasing speed [left/right] to adjust left-right balance in the air.

Highest points ——
Wind direction ——
Jump distance ——
Altimeter ——
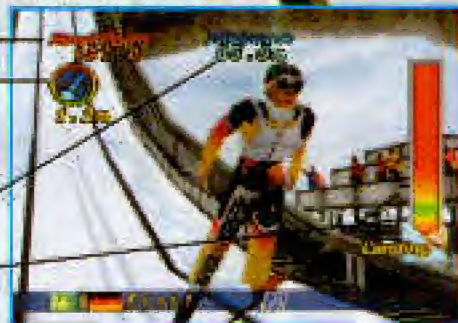
SNOWBOARD, GIANT SLALOM

<Rules>

Places are determined by the athletes' times after one run. Skiers must alternately pass through the red and blue gates on the course.

<Competing>

1. Before your run begins, the current results and controlling method are displayed. Pressing the A button starts the event.

2. The start is automatic. Use the Control stick and A button to ski through all the gates. You must alternate between the red and blue gates. Failure to pass on the short side of a flag results in disqualification.

A button: Apply snowboard edges (to slow down)

Control stick: [right] shifts body for right turn; [left] shifts body for left turn

Best time ——
Entry No. ——

16

17

SNOWBOARD, HALFPIPE

<Rules>

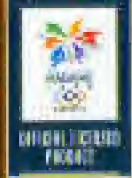In this event, places are determined by points earned for skill. Five judges score runs based on standard techniques, rotation, amplitude, landing precision, and execution.

<Competing>

1. Pressing the Start button displays a screen for selecting techniques. After entering selections with the A button, the event begins.
* Pressing the L and R buttons changes the camera angle displayed in the lower left of the screen.

2. Before your run begins, the current results and controlling method are displayed. Pressing the A button starts the event.

3. Commands are displayed on the screen during your run. Enter the commands accurately to execute well. The Control stick, A button, and B button are used for the commands.
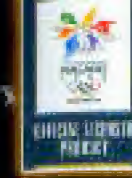
B button: cancel (when selecting techniques)/commands
A button: enter (when selecting techniques)/commands
Control stick: selecting techniques/commands
L and R buttons: changing camera angle

Best score ——

Commands

Input timing
(Input is possible on green and must be completed before the color changes to red.)

CURLING

<Rules>

Two teams compete on an ice rink. The teams each throw four stones aimed at rings drawn on the ice surface (the "house"), alternating throws. After all stones are thrown, the team having a stone closest to the center of the house wins. This ends one turn ("end"). This is repeated for four ends to complete a game. The winner is determined from the total points scored after one game. Also, the team with the highest score after each end, starts the next end.
* Play is extended if the score is tied after one game.
* Unlike other events, Curling follows a tournament system. Therefore, scores can be saved after each game.

- For information on competing, see below.

<Competing>

1. Before your game begins, the current results and controlling method are displayed. Pressing the A button starts the event.

2. Determine the direction the stone will be thrown by moving the Control stick left/right. Determine the strength of the throw by moving the Control stick up/down. Throw the stone with the A button. Press "up" for a harder throw, and down for a softer throw.
* You can set a left or right spin on the stone by hitting the B button before the throw. The first time you press the B button sets a left spin.
** Operating the Control stick while looking over the house with the C button unit, allows you to set subtle angles and strength of the throw.

3. After the throw, repeatedly pressing the A button causes the sweepers to polish the ice with brushes. This allows your stone to travel farther.

4. After both teams have thrown all their stones, the team having a stone nearest the center of the house scores a point.

Stone

Throws remaining

Current turn

C button: changes camera angle between all angles and an overhead shot
B button: spin direction of the stone
A button: throw and sweeping
Control stick: [left/right] sets direction of throw; [up/down] sets power

For 2 player games
Curling can be played with two players. For two player competition, connect the 1P and 2P controllers before turning on the power for the game machine.

1. Select Curling in the Select Events Screen for the Olympic Mode, and "New Game/Continue" will be displayed. Select New Game and enter with the A button.

2. Both players enter their countries and names (for more information, refer to the explanation of Olympic Mode).

3. Before the event begins, "Tournament/Versus" will be displayed. Select Versus and enter with the A button.

4. After the game is over, the Menu Screen will be displayed.
* Data for two-player competition cannot be saved.

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LUGE, SINGLE

<Rules>
Places are determined by the athletes' times after one run. Immediately when your run starts, you pull yourself across the ice with both hands, using specially spiked gloves. Once you begin to increase speed, you lay face up steering the luge so as not to contact the walls.
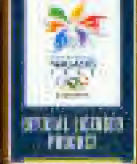
<Competing>
1. Before your run begins, the current results and controlling method are displayed. Pressing the A button starts the event.

2. Press the L or R button to start racing. After starting, alternately and repeatedly press the L and R buttons to increase speed. When nearing the point of intersection with the bobsleigh course, the athlete automatically lays down in the luge, after which only the Control stick is used.

3. When the power gauge level starts fluctuating, press either the L or R buttons to start racing. Once you've started racing, alternately and repeatedly press the L and R buttons to increase speed.
* Start the race when the power gauge is at a high level for a higher starting speed.
* Be careful the luge doesn't tip over when going around corners. (If it does, you will be disqualified.)

L and R buttons: Start/initial acceleration
Control stick: [left/right] leans body to left or right

Best time

Player's time

Map

Time difference from top racer (shows time difference at checkpoint, after one-second delay).

Entry No.

21

BOBSLEIGH, FOUR-MAN

<Rules>
Places are
determined by
the athletes' times
after one run. At the
start, the athletes push the bobsleigh until speed has
increased sufficiently, and then enter the sleigh one by one. After
everyone is in, the bobsleigh is steered so as not to contact the walls.

<Competing>
1. Before your run begins, the current results and controlling method are displayed.
Pressing the A button starts the event.

2. After starting, repeatedly press the A button to increase speed. When your speed has
increased sufficiently, smoothly board all the athletes by pressing the B button 4 times.
Hit "B" as the green light is lit over each position.

3. Steer the bobsleigh using just the Control stick.

A button: initial acceleration
B button: boarding athletes
Control stick: |left/right| steers left or right

Best time
Player's time

Power gauge

Speed/No. of athletes
boarded

Time difference from top
racer (shows time
difference at checkpoint).

SPEED SKATING, 500/1500 METERS

<Rules>
In this event, you compete against the
computer. Skaters alternate between the
inside and outside lanes. Places are determined by the
athletes' best times after two races (one race in
Championship Mode). Players are disqualified for jumping
the starting gun three times.

<Competing>
1. Before your run begins, the current results and
controlling method are displayed. Pressing the A button
starts the event.

2. At the start signal, alternate pressing the L and R
buttons to increase speed, matching the athlete's
stride (starting earlier three times results
in disqualification).

3. The power gauge moves left and
right to match the movement of the
skater. Pressing the buttons at the
exact time the gauge reaches its
maximum value increases the
skater's speed.
* Skaters will automatically skate
in the proper lane.

L and R buttons: Start/initial acceleration

Best time
Player's time

Power gauge
Stamina gauge

Map

FREESTYLE SKIING, AERIALS

<Rules>

Skiers try to maintain their balance while skiing down a steep slope, hit a jump and try to perform the recorded maneuvers selected before starting, and, try to land safely. Places are determined on the total points after two jumps. Points are based on maneuver selection, form, and landing.

<Competing>

1. Pressing the Start button displays a screen for selecting techniques. After entering selections with the A button, the event begins.
* Pressing the L and R buttons changes the camera angle displayed in the lower left of the screen.

2. Before your run begins, the current results and controlling method are displayed. Pressing the A button starts the event.

3. As the skier nears the jump, press the A button repeatedly to raise the gauge higher than normal.
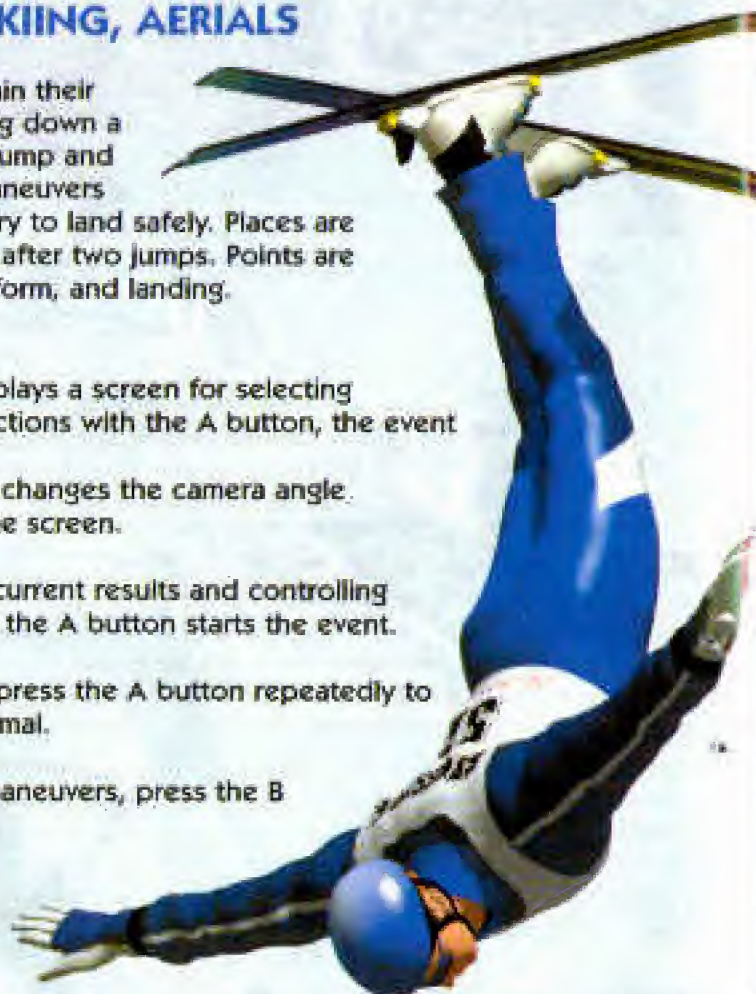
4. After completing the aerial maneuvers, press the B button to land safely.

Control stick: selecting maneuvers
A button: enter/power
B button: cancel/land
L and R buttons: changing camera angle

Power gauge

Power points

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NOTES

NOTES

Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line • 1-900-896-HINT (4468)

☎ 85¢ per minute charge
☎ $1.15 per minute support from a game counselor
☎ Touch tone phone required
☎ Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 8:30 A.M. to 5:00 P.M. CST only. Prices and availability are subject to change. U.S. accessibility only.

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